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Saint Mary: A Ship to Nowhere

VIEW
SOURCE*Dear Maria,**How are you today?**The weather is calm out here.**The birds are singing, the waves are dancing.**No sign of rain, as the sun is shining again.**We're in the Caribbean, and we'll be in Puerto Rico soon.**I can't wait to return home and see you.**Then, we can celebrate your birthday.**Soon, you'll be in high school.**I'm sure that you'll do great there.**Your mother is watching proudly from heaven.**And of course, I am proud of you.*

From your dearest father.

Signed, Captain Richard Absalom.

Survival Difficulty: Class Variable

» ☐ Varying Safety

» ☐ Heavily Unstable

» ☐ Diverse Entity Count

Description

Saint Mary a.k.a. "*The Ship to Nowhere*" is an anomalous cruise ship often seen voyaging across the Backrooms and its related spaces. The ship itself may be categorized as a level or an entity depending on the interpretation of its nature. The ship is commonly believed to be an interdimensional traveler, although it's uncertain whether it is a service provided to

the Backrooms (compare to **The Metro**) or if it is a sentient entity that acts on conscious volition. Further research hints that the latter may be true, but until concrete evidence arises to confirm the claim, the ship is designated as a **Level** and not as an **Entity**.



Painting of Saint Mary (Credit to [Sasha Joe](#))

Saint Mary is a **Voyager-class** cruise ship, with similar specs to the *Voyager of the Seas*, although significantly different in design. The ship is noticeably aged and weathered; however, despite all damages to its body, it continues to sail and does not sink, as the ship automatically repairs itself. From this, one may assume that portions of the ship are "alive", even though the ship is undoubtedly inorganic. Adult **Facelings** are commonly assigned as the crew to take care of the ship, although their presence seems to be unnecessary, as the ship navigates by itself. According to interviews with the Facelings, it seems that they viewed themselves as its caretaker, in the same manner that butlers and maids serve their master. This is among the first pieces of documented proof that **Saint Mary** is a sentient entity with its own free will, rather than a level of the Backrooms.

Although **Saint Mary** may voyage to various places, it is unknown how this is achieved. By default, the ship (hereafter referred to as "she" for ease of attribution) seems to wander in an endless foggy ocean with no landmass in sight, heading to nowhere for days to even months. Those sailed the ship often consider themselves trapped there, as there are no known exits, to the point that **noclipping** will not bring them to another level. The only way out is to wait until the ship reaches another level and docks herself there, which would usually last for several days to weeks. As soon as she's docked, anyone is free to go come and go, but there's no saying when she'll depart and when she'll return. For those willing to stay, there are cabins on the ship to sleep, along with other features such as restrooms, casinos, theaters, fitness center, spas and swimming pools, bars and lounges, kitchens and dining rooms where Facelings would serve wanderers every evening.



Interior of Saint Mary (Credit to [Blaine Harrington](#))

Characteristics

Saint Mary has quite of anomalies, but her features changes depending on her current location. While docking in an indoor level such as the **Poolrooms**, then she would be much more stable, almost as if she's resting. Examination of her function reveal that during docking, the ship is in dormant function, comparable to electronic devices on power saving mode. When she's voyaging in an open ocean, then that's when she's back to her fullest potential. While active, **Saint Mary** is apparently sentient, capable of decision-making that would even defy the crew of the ship, such as her refusing to pick certain route, or autonomous activation of her specific functions. Depending on circumstances, the radar, lighting, even interior of the ship might adapt to the current need. Sometimes, even the structure of the ship would change, which most often occurs when she need to repair herself. During this period, it's advised to stay away from the damaged area, as debris and scraps of her parts might be moving and flying around, which might risk of harming any nearby wanderer.

Saint Mary has several defensive mechanism, which would activate when she's threatened, or other emergency situations. When necessary, **Saint Mary** is able to levitate from the water and fly to the sky, or submerge to the ocean and temporarily operate as a submarine. The levitation cost more energy, but pose less risk to her passengers. Meanwhile, submerging cost less energy, but with the risk of passengers drowning, as some sections of the ship might be filled with water. There's another evasive maneuver as a last resort to escape from imminent danger, that is by forcefully transport herself to another level. This is the most blatant proof of her being an interdimensional traveler, as she may simply vanish out of sight and emerge somewhere else. In the eyes of the outsider, the ship is seemingly fading from the world. For the passengers, however, they would feel no disturbance, as the surrounding world instead seemingly shift away. The phase described as *"something reminiscent of a warp drive sequence"* according to eyewitnesses, as the ship seemingly warp through space until she reach her destination. The warping cost much energy and temporarily put her out of commission for days to weeks, making her dormant in wherever she might land.

Environment

Saint Mary by might be considered a level by herself, but the space around her is included as part of her environment. Space behave oddly around her, that even when docking in an enclosed indoor level, the room would enlarge to a sufficiently large space to accommodate her size. The effect increased dramatically to the underwater section beneath her; Those that tried to dive into the water would realize that the space has become a humongous expanse, deep and wide enough to the point that whales could swim freely down there. This allow not only for her to dock on indoor levels, but also bring whatever sea creatures that follows her from the ocean.

While voyaging outside of any known Backrooms levels, she venture through what seems to be an endless ocean with no landmass in sight, typically shrouded by fog. The endless sea seems to act as transitionary space between levels, similarly to the outer space between planets. Anomalous nature aside, the region has the nature of an ordinary ocean, such as day-to-night cycle. Weathers might shift from foggy to windy, rainy and even stormy, but rarely ever sunny. The normalcy stops as soon as one peek into the water, as it turned out that there's no bottom of the ocean. Instead, there are varieties of entities down there, featuring various creatures that may appear depending on time and weather.

Entities

Saint Mary is a host of many entities, aside from the **Facelings** or other entities that may join her voyage as either crews or guests. The true native entities reside underwater, following her and sometimes even interact to the wanderers.

Neon Jellyfish

Although many jellyfish known to mankind are bioluminescent, these entities are something else. They actually glows much like lamps, emanating electricity to not only illuminate

themselves but shock others. Make sure to stay at safe distance from these entities, as they're known to be aggressive, territorial hunter. They're also known as "Lantern Jellyfish" as they tend to float in certain pattern, decorating the ocean like floating lanterns, luring prey with their captivating beauty and zap them once they're close enough. Despite their hostility, they're considered to be valuable resource, as their essence can be processed to Neon Water by harvesting their juices.

The Neon Jellyfish (Artist Unknown)

Battery Starfish

Parasitic entities that would often attach themselves to both the ship and any other large animals here. The starfishes feeds by absorbing the energy of the host, just like how devices charges themselves. Because of this, the starfishes are valuable source of energy and nutritious meal. The Facelings would clean the ship regularly by removing the starfishes, then serve them as ingredients for dinners.

The Battery Starfish (Artist Unknown)

Carpet Stingray

One of the largest docile entities in the region is the gigantic stingray with the ability to mimic its environment. Due to this, they often disguise themselves as if they're part of the seafloor or cliffs, although its not uncommon for them to swim around while still carrying the landmass-like texture on their body, making them looks like floating islands. Their scale varies one to another, and their largest variant exceeds the size of a blue whale. Despite their overwhelming size and intimidating appearance, these stingrays are docile and rarely ever shown hostility, even to other entities. When they're threatened, they would enter a "stealth mode" and become invisible by camouflaging, making them translucent, similar to glasses. Their physical property such as hardness seems to mimic whatever material they imitate, allowing them to be adapt to almost any environment.

The Carpet Stingray (Artist Unknown)

Colossal Leviathans

The largest known organism on the region, and the most voracious of predators in the water. These massive titans are sea monsters of similar size and shape to whales, but with much greater length, as their serpentine body can reach several hundreds to thousands of meters. Due to their enormous scale, their mobility is highly limited, and their poor sensory makes them nearly blind. Strangely enough, they could detect their prey from miles away, as long as their prey aware of the existence of the entities. Little understood of them, but the Facelings of **Saint Mary** said that they could sense the fear of their prey, regardless whether they're in or out of the water. It is theorized that they're not an ordinary lifeform, but manifestation of nightmare, representing fear of the ocean such as thalassophobia and megalophobia, which seems oddly suited their design.

The Colossal Leviathans (Artist Unknown)

As for now, the leviathans are the only native entities of the region that could threaten **Saint Mary** and its passengers. However, they're not the true apex predator of the water, and reason why they could never go threaten the ship, without endangering themselves.

The Seafarer

The most powerful entity known to the region, and apparently, a guardian deity of **Saint Mary** herself. The Seafarer is always around the ship, protecting her from anything that may

potentially harm her.

The Seafarer (Artist Unknown)

The Seafarer is currently designated as "*caeruleum megalodon*" due to its reminiscent to the shark family, although its anatomy instead strongly resemble a dragon. This great beast possess astounding amount of strength and durability, enough to challenge a fully-armed battleship, with a great chance of surviving unharmed. Despite its terrifying capability, it possess no threat to anyone and anything, unless when they threaten **Saint Mary** first. Although its behavior often simply chalked as a territorial action, its attitude suggest that the Seafarer is a highly-intellectual entity capable of decision making, and is aware of what the passengers of the ship doing.

There are many speculations regarding the entity, its nature and origin. As for now, the most reliable source is the current captain of the ship, Sir Jameson Cordwood- An Adult Faceling. An interview by has been conducted by the **Major Explorer Group**, regarding Saint Mary and the Seafarer. The only thing that we cannot confirm is his answer regarding the identity of the Seafarer, as it is apparently based of a tale told among sailors. Nevertheless, a valuable information regarding both ship and her entities.

[> Open Log?](#)

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Begin Log:

Interviewer: Good morning, Sir Jameson Cordwood, I believe?

Faceling: Good morning to you too, and please, at ease.

Interviewer: Thank you, and shall we begin the interview?

Faceling: Ready whenever you are.

Interviewer: Alright then. So, is it true that you're currently in charge as the captain of the ship?

Faceling: Only on the paper, I'm afraid. Saint Mary is a spirit of her own, and we're nothing but her guests.

Interviewer: Right. So, she can navigate by herself?

Faceling: Of course, but every fair lady need her butlers and maids, guards and drivers. Think of it like this- Someone could have do all their housework themselves, but would be better if they're not alone, right?

Interviewer: I see. So, the same can be said to all the entities in the water?

Faceling: Some are there as they're drawn by her presence. Some are there as predators preying on each other. One, however, vow to stay by her side, dedicating his existence to protect her.

Interviewer: Are you referring to the Seafarer?

Faceling: Pardon?

Interviewer: The Seafarer, *caeruleum megalodon*, the great blue draconic shark-like beast?

Faceling: Ahh... I believe that you're talking about Captain Richard Absalom.

Interviewer: Who?

Faceling: Guess that you didn't know. He's the original captain of Saint Mary.

Interviewer: I'm sorry, are you saying that the Seafarer was once a wanderer?

Faceling: Who knows? This is just another tale of a drunken sailor.

Interviewer: Ahh...

Faceling: Anything else?

Interviewer: I believe that's enough for today. Thank you for your cooperation.

Faceling: You're welcome, and always feel free to drop by.

End Log

Colonies and Outposts

Saint Mary has approximately four thousands of passengers at a time, and the number fluctuate depending on the days. However, the ship is still the base of many communities, that consider her as their permanent home.

Backrooms Sailor Guild

- A large adventuring guild.
- Hundreds of diverse members.
- Friendly and always open to trade.

Marine Research Society

- A small group of scientist.
- Mostly studying water-based levels.
- Well-trained to handle aquatic anomalies.

Deep Blue Barons

- Elite underground organization.
- Members including mercenaries and pirates.
- Backed up by rich figures behind their shady business.

Children of the Sea

- A cult-like group worshipping sea entities.
- Viewing the Seafarer as one of their many gods.
- Primarily revering certain entity from The Blue and its origin.

Entrances and Exits

Any water-based levels has a chance to lead here, and there's a rare chance where the ship visit the said level instead. However, as soon as you're on the ship, then there's no way out, other than simply waiting until the ship dock into another level.

Levels confirmed to connect with Saint Mary including the [Level 7](#), [Level 37](#), [Level 30](#), [Level 100](#), [Level 155](#), Level Mold, The Blue and many more. Saint Mary may visit some of such levels few times in a year, but there's no exact schedule in her journey. Anyone can however enter Saint Mary at any given time, assuming that they're lucky enough to do it. Swimming, or simply entering any large body of water, has a small chance of being teleported to the pools and baths of the ship. There are many instances of unsuspecting wanderers drowning somewhere else, then waking up in one of the cabin of Saint Mary. The

Facelings patrols routinely to check for any possible case of wanderers suddenly appearing in one of their pools or baths, then try to save them, if it's not too late.

Further research regarding the path of Saint Mary would be added in the future.

> **And for those who could hear me...**

> **Then I hope you'll remember us...**

Dear Maria,

How are you today?

The weather is calm out there.

The birds are singing, the waves are dancing.

No sign of rain, but fog shrouds the sky, as always.

Today, there's no sign of the land, as usual.

As soon as we reached the shore, we'll dock shortly.

Then you can rest, and I'll guard you in your little sleep.

I know that you must be scared, to be so far from home...

But it's okay, because I'll always be to protect you.

It's been so many years since we arrive to this strange realm.

An endless sea where we are alone, away from our world.

I've lost count of time, just like how I lose my humanity.

But my greatest regret, is how I couldn't save you...

If only you're still alive, you'll be an adult by now...

Perhaps, you'll be married, maybe with two children...

Then I could be a nice grandparent for them...

When this old sailor finally retire...

I really wish that I could rest...

But no, I can't rest.

Not until we return to our world.

I'm sure that your mom is waiting there.

Waiting, watching from the heaven.

The day when we could finally join her.

Until that day, we'll continue this journey.

And I am happy, that I could stay with you.

Even if you're no longer Maria.

Even if you're one with Saint Mary.

But you'll always be my daughter.

And I am always proud of you.

Happy Birthday, Maria.

From your dearest father.

Signed, Captain Richard Absalom.

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